

## Alcohol & Drug Dependence, Pathological Gambling and Other Impulsive Behavioral Disorders

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## Addictive and Other Impulsive Behavioral Disorders

- Alcohol and Drug Dependence
- Pathological gambling
- Kleptomania
- Compulsive sexual behavior and paraphilias
- Compulsive buying
- Pyromania
- Trichotillomania
- Compulsive Internet use

## Common Core Qualities of Impulsive Behavioral Disorders & Addictions

- Repetitive or compulsive engagement in a behavior despite adverse consequences
- Diminished control over the problematic behavior
- An appetitive urge or craving state prior to engagement in the problematic behavior
- A hedonic quality during the performance of the problematic behavior, which has salience over other rewards

## Common Core Qualities of Impulsive Behavioral Disorders & Addictions

- Tolerance
- Withdrawal syndrome
- Repeated desire to reduce or stop, or unsuccessful attempts to cut back or stop
- Physical, Mental, and Social problems due to behavioral disorder do not attenuate it.

## Co-Occurrence of Impulse Disorders and SUDs

- Rate of substance abuse 7-fold greater than among non-gamblers.
- Common genetic vulnerability between gambling and alcohol dependence
- 23% to 50% of kleptomania patients with SUD
- 30% to 46% of compulsive buyers with SUD
- 33% of substance abusers may have gambling problem

## Common Characteristics

- High rates of co-occurrence of impulse Control Disorders and Substance Use Disorders starting in young adulthood.
- The telescoping phenomenon
- Common brain activity changes underlying gambling urges and alcohol & cocaine cravings

### Nicotine Dependence

- Elevated rates of co-occurrence: 41-69% (compared to 25%)
- Associated with more severe substance use problems in gamblers
- Associated with more severe gambling problems
- Association holds even after stopped smoking

### Dynamics of Multiple Addictions & Impulse Control Disorders\*

- **Switching:** Replacing one addiction with another
- **Alternating:** Cycling from one addiction to another in a patterned, systematic way
- **Masking:** Using denial around one addiction to cover up for another
- **Ritualizing:** one addiction is part of the ritualizing for another

\*Patrick J. Carnes, Ph.D.

### Dynamics of Multiple Addictions (cont.)

- **Intensifying:** Using addictive patterns simultaneously to intensify the overall experience
- **Numbing:** using addiction to medicate shame and pain due to another addiction
- **Disinhibiting:** Using one addiction to lower inhibitions for other addictive acting out

### Family History: Impulse Control Disorders

- Compulsive buying patients : 25% of first-degree relatives have SUDs
- 20% of kleptomania subjects' first-degree relatives with SUD
- 52% of gamblers with first-degree relative with alcohol use disorder

### Pathological Gambling Criteria

Persistent and recurrent maladaptive gambling behavior as indicated by five (or more) of the following:

- is preoccupied with gambling
- needs to gamble with increasing amounts of money in order to achieve the desired excitement
- has repeated unsuccessful efforts to control, cut back, or stop gambling

### Pathological Gambling Criteria (cont'd)

- is restless or irritable when attempting to cut down or stop
- gambles to escape from problems
- "chases" losses
- lies to family members, therapist, or others
- has committed illegal acts
- has jeopardized or lost a significant relationship, job, or educational or career opportunity
- relies on others for money

## Economics of Gambling

- United States leisure economy (1996) - gross gambling revenues = \$47.6 billion
  - Greater than revenues of film + recorded music + cruise ships + sports + live entertainment
- In 2001, Americans made 303 million trips to casinos contributing to gross gambling revenue of \$63.3 billion.

## Internet Gambling

- In 1998 there were over 600 online gambling sites.
- By 2000 this number had grown to over 800.
- National Gambling Impact Study Commission (1999) – 14.5 million Internet gamblers and \$651 million in revenue.
- Current (2002) electronic gambling revenue - nearly \$3 billion.
- Projected for 2006 - \$8 billion.

## Problem Gambling: Epidemiology

- Estimates of adult pathol gambling problems- 1.46% (pathological gambling) and 2.54% (problem gambling).
- Total of 4% of adults in Unites States have a gambling problem (approximately 9 million people).
- Similar rates in other countries: Sweden (2.0%), Switzerland (3.0%), as well as Britain, Australia, South Africa, Japan, Korea.

National Comorbidity Study	Past Year Rates (%) for All Ages
Anorexia Nervosa	0.1
Schizophrenia / schizophreniform	1.1
Panic Disorder	1.3
Anti-social Personality	1.5
Social Phobia	1.7
Obsessive Compulsive	2.1
Dysthymia	2.5
Drug Use Disorder	2.9
Cognitive Impairment	2.9
Pathological Gambling	4.0
Major Depression	5.8
Alcohol Use Disorder	7.3
Any Phobia	11.0
Any Anxiety	12.7
Any NCS disorder	28.0

## Characteristics

- Age: usually begins in early adulthood
- Gender: 32% female, 68% male
- Males tend to start at an earlier age
- Telescoping phenomenon
- Mean time: 16 hours per week
- Amount Lost: 45% of gross annual income
- Triggers:
  - Advertisements, Boredom, Stress

## Social/Personal Consequences

- **Family dysfunction and domestic violence** (spousal and child abuse)
- **Alcohol and other drug problems**
- **Psychiatric conditions** including major depression and anxiety disorders
- **Suicidal thoughts and attempts**
- **Significant financial problems** (bankruptcy, unemployment, poverty)
- **Criminal behavior** (theft, prostitution, homicide, fraud, embezzlement)

### Adolescent Gambling

- 3.2% to 8.4% of youth may have a serious gambling problem.
- Alberta survey (1995) - 8% were "problem gamblers" and 15% were "at risk" for developing a gambling problem
- Oregon (1998) - 4.1% were classified as having a gambling problem.
- Manitoba (1999) - 78% had gambled in the past year and 3% had a gambling problem.

### Developmental Biology

- Environmental and genetic influences - vulnerability to and expression of addictive disorders
- Changes in brain structure and function during adolescence might influence the motivation to engage in risk-taking behaviors like gambling.

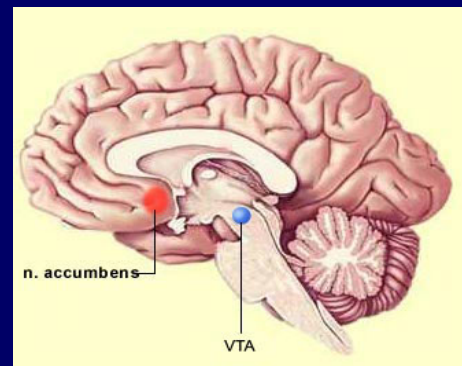
### Reward Deficiency Hypothesis

- Dopaminergic (DA) neuronal networks
  - evaluate received (vs expected) rewards
  - facilitate learning of complex, slow cued motor action sequences to get the reward, esp if marked DA increase
  - Later cue → rapid sequence activation
- Low baseline DA in some
  - May be genetic and/or environmental
  - Potent \$ or drug rewards activate >> more common rewards
  - Reinforces drug/\$ seeking
- Deficient inhibition
  - Inhibition of learned motor responses to cues is slow and requires activity in suppressing networks
  - Excessive and efficient response inhibition (involving glutamate/GABA balance)

### Role of Dopamine

- Dopamine release into the nucleus accumbens - translates motivated drive into action - a "go" signal
- Dopamine release increased if reward > expected and → reinforcement of behavior
- Dopamine release - maximal when reward is most uncertain, suggesting it plays a central role in guiding behavior during risk-taking situations.

- Structure and function of dopamine neuronal projections to the nucleus accumbens - change following rewarding experiences
- In reward-related learning, future behavior is determined in part according to past reward-related experiences
- Neuronal structure/connection strength changes involve the nucleus accumbens.



## Role of Serotonin

- Decreased serotonin associated with adult risk-taking behaviors - alcoholism and pathological gambling.
- Blunted serotonergic responses in the ventromedial prefrontal cortex - in individuals with impulsive aggression
- Implicated in disadvantageous decision-making - adults with gambling or SUDs

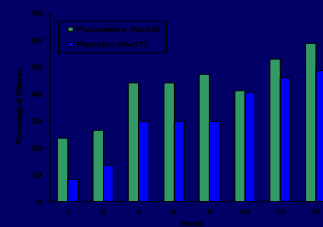


## Pharmacological Treatment

Placebo Controlled Trials – SSRIs –in PG

- Fluvoxamine
  - 195mg more effective than placebo (n=10 completers)
  - 200mg not statistically better than placebo (n=13 completers)
- Paroxetine
  - 52mg more effective than placebo (n=41 completers) (Kim et al. 2002)

**Patients (%) Improved Markedly  
With PG- CGI I Score  $\leq 2$  w/ paroxetine or PBO**



59% response rate in the paroxetine group  
49% rate in the placebo group  
45 completers (Grant et al. 2003)

## SSRI Trials in Compulsive Buying

Treatment	Duration	Sample	Mean daily dose ( $\pm$ SD)	Outcome
Fluvoxamine (Luvox)	9 weeks	23 enrolled 18 completed	220 mg	Comparable improvement
Fluvoxamine (Luvox)	13 weeks	37 enrolled 23 completers	215 mg ( $\pm$ 76.5)	Comparable improvement
Citalopram (Celexa)	7 week open-label followed by 9 weeks randomized	24 enrolled 15 randomized	42.1 mg ( $\pm$ 15.3)	Citalopram group significantly improved compared to placebo

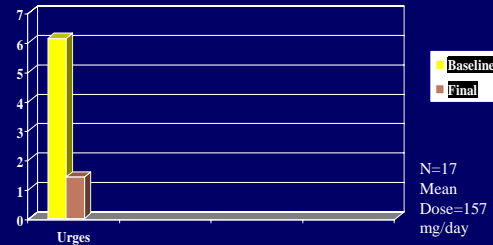
## Other Pharmacological Treatments for PG

- Lithium carbonate SR
  - Double-blind study – 29 completers; mean dose 1170mg/day; significant improvement
- Olanzapine
  - Double-blind study – 21 completers; mean dose 10mg/day; no difference between medication and placebo

## Role for Opioid Antagonists

- The mu-opioid system:
  - underlies urge regulation through the processing of reward, pleasure and pain, at least in part via modulation of dopamine neurons in mesolimbic pathway through GABA interneurons.
  - site at which beta-endorphins, morphine and heroin act as agonists.
  - linked to physiological responses during Pachinko.
  - Low levels of beta-endorphin seen in horse race gamblers.

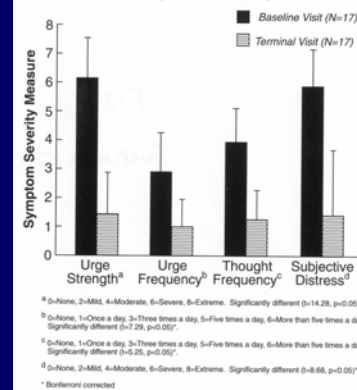
## OPEN NALTREXONE TREATMENT STUDY in PG



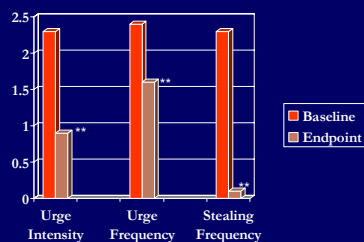
## Double-Blind Study of Naltrexone in PG

Design	Sample size	Mean daily dose	Outcome
12-week, 1-week placebo lead-in	89 enrolled, 45 completers	188 mg	Significant improvement on CGI and G-SAS

Figure 1. Baseline and Terminal Visit Gambling Symptom Ratings (Carry Forward Paired t-test)



## An Open-Label Study of Naltrexone in the Treatment of Kleptomania



70% very much improved; 20% much improved  
(Grant and Kim, 2002)

## Cognitive Behavioral Therapy -PG

- CBT superior to wait list control at 12 months - 2 studies
- CBT workbook alone or with single in-depth interview. Both showed significant improvement at 6 months
- CBT workbook vs. workbook + telephone motivational enhancement intervention vs. waiting list. At 2-years, significant advantage of the workbook + telephone intervention.

### 12-Step Programs

- Gamblers Anonymous
- Sexaholics Anonymous
- Shoplifters Anonymous
- Shoppers Anonymous

### Diagnosis of Comorbidity

- Obsessive compulsive disorder
- Bipolar disorder or bipolar II disorder
- Borderline personality disorder
- Antisocial personality disorder/conduct disorder
- ADHD
- Major depressive disorder

### Conclusions

- Impulse Control Disorders are common disorders
- Frequently co-occur with substance use disorders
- Result in significant distress as well as social and functional impairment.
- Emerging data suggest they may respond well to pharmacological and psychotherapeutic interventions.